



VALENTINE'S DAY BAKING

By Kyra Whitehead

Happy Valentine's Day! Want to make something for your valentine? Or do you need an idea of something to do with them today? How about a tasty chocolate chip cookie recipe to make together or to hand out to friends?!

What you'll need:

*½ cup granulated sugar
¾ cup brown sugar, packed
1 teaspoon salt
½ cup unsalted butter, melted
1 egg
1 teaspoon vanilla extract
1 ¼ cups all-purpose flour
½ teaspoon baking soda
4 oz milk or semi-sweet chocolate chunks
4 oz dark chocolate chunk, or your preference*

POLL OF THE WEEK

Scan the QR with your phone or [click the link](#) to vote! Results in the next edition!



Step 1 - In a large bowl or stand mixer, whip together the sugars, salt, and butter until creamy



Step 2 - Whip in the egg and vanilla, beating until light peaks and remain for a short period of time before basically melting back into the mix.

Step 3 - Sift the flour and baking soda into the mix, then fold the mixture with a rubber spatula. Careful not to overmix! Overmixing causes more glutens to form, making stiff cookies.

Step 4 - Fold in the chocolate chunks, then chill the dough for 30 minutes. It's optional, but you can leave the dough to rest for longer; the longer the dough rests, the more toffee-like its flavor will be!

Step 6 - Scoop the dough into equal sized scoops, leaving as close to four inches of space between the cookies. As well as two inches of space from the edges of the sheet so that the cookies can spread without overlapping.

Step 5 - Preheat the oven to 350°F (180°C) and line a baking sheet with parchment paper. You can grease the pan as a different alternative, but parchment paper is much easier to use and clean afterwards.

Step 7 - Bake for 12-15 minutes, or until the edges have started to barely brown.

Step 8 - Cool your cookies completely before serving and/or eating them. Enjoy!

Pretty Things

By: Rana McCloat



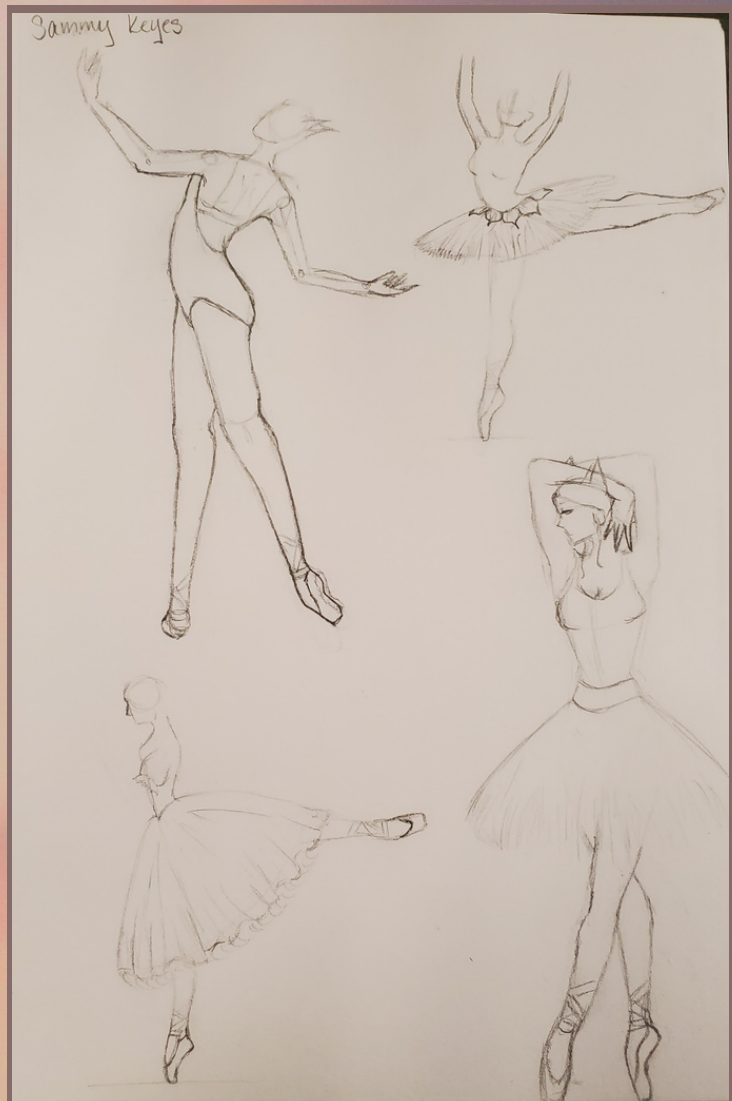
Featured Works

Spectacular

by Kyra Whitehead



This creative corner covers all types of drawings, photography, and art! To submit your work, send them via email to cmarien@milfordk12.org or amccloat@milfordk12.org.





Howl's Moving Castle Review

By Kyra Whitehead

Howl's Moving Castle is a 2005 movie by Studio Ghibli. Sophie is a young woman working in her late father's hat shop, in a small town part of a big kingdom being threatened by war. Townsfolk also are quite worried about heart-eating and soul-crushing witches and wizards who live in the Wastes, very close to their town. While on her way to visit her sister in a different town, Sophie is saved by a mysterious wizard, who shows her just a small ounce of how beautiful magic truly is. When she returns to the hat shop, she encounters the infamous Witch of the

Waste, who turns her from a beautiful young woman to a shriveled old lady. Sophie runs away in search of finding a way to break the curse the Witch of the Waste has cast on her and ends up finding herself in the moving castle of the wizard named Howl...

!! HOWL'S MOVING CASTLE SPOILERS !!

Howl's Moving Castle has truly become one of my all-time favorite movies. Like... Ever. My partner had originally introduced me to the movie, and I was hooked immediately. Studio Ghibli movies are truly breathtaking and beautiful, they make you sit back and realize how beautiful art can really be. Not only is the art absolutely stunning, but the storyline is incredible as well.

You watch as Sophie journeys through the hardships of her curse, but also as she falls in love with Howl, and begins to find herself - her true self- as she falls in love. In honor of Valentine's Day, I have to mention how sweet and pure this kind of love is. Falling so deeply in love with a person, that they help you find a piece of yourself you had either forgotten you had or didn't know existed- is a love like no other. A truly wonderful and pure kind of love.

Howl's Moving Castle is available to purchase on Prime Video and on DVD.

Pokémon Legends: Arceus Review

By Jason Lewicki



(This is just my opinion, feel free to think whatever you want!)

Summary: “When you find yourself in the mysterious new land of the Hisui Region, you must work together alongside an eccentric band of researchers to explore, discover, and document the strange beings that roam the land known as Pokémon.”

“Pokémon Legends: Arceus” was a game I had been looking forward to for quite some time. The trailers seemed promising, and the Pokémon franchise taking their first step into a fully open-world game following the overall positive reception of the Wild Area in Sword and Shield excited me. I haven’t finished the game yet, but I did get a good first impression from the first few hours. You go on research missions to explore the current area and catch Pokémon in real time, meaning you don’t even have to battle it first: you can just sneak up on it and throw the Poké Ball. That’s sometimes all you need to do to catch some of the calmer Pokémon (throwing a Poké Ball at a Pokémon from behind actually gives you a higher chance of catching it, just as a little tip), but aggressive Pokémon will still need to be battled in order to be caught: throwing a Poké Ball with a Pokémon inside at another wild Pokémon initiates a battle, and you can still weaken and catch them as normal. As you

continue to complete missions and encounter, battle and catch even more powerful Pokémon, including certain Alpha Pokémon that are bigger and stronger than normal, but give you better rewards for defeating and/or catching them, your homebase, Jubilife Village, continues to grow as you do favors for and befriend the townsfolk. So with all that said, what did I think of the game? Well, I did enjoy the open-world aspect and being able to observe and interact with Pokémon in real time, as these features really gave the world life. This game has a lot of new forms and evolutions for pre-existing Pokémon, and even though I’ve made it a point to not spoil any of the non-trailer-revealed ones for myself until I discover them in-game, they’re always a wonderful addition. Finally, I appreciate just how free this game lets you be. There’s a lot to explore in the world, and in nearly every corner, there’s a secret or item to be found

and a Pokémon to catch. So far, I think it's actually really fun, but I do have a few gripes. For one, the game's graphics are...not stellar (especially the trees). The Pokémon look nice and clean, but the animations and textures could leave something to be desired for a few people. The game isn't entirely open-world either; it's just a collection of open-world areas that are tied together by checkpoints, so fans of games like Legend of Zelda: Breath of the Wild may be a tad let down at this

game's relative lack of openness. A minor disappointment on my part is that despite the expansive open-world and free-roaming Pokémon, and the fact that you can send out your Pokémon any time you want and interact with them, they don't follow you around the overworld and just stand in place as you walk away, which is pretty immersion-breaking. Finally, while the new characters are charming (mostly), the writing and dialogue is mostly what you'd expect from a Pokémon game. Still, is it perfect? No. Is it good? Yes. I'd recommend it to anybody who's a fan of Pokémon and wants to experience something new, or even to new players or old players who lost interest in the series; it may surprise you. All in all, despite its flaws, this open-world title was a great first step for the Pokémon series after Sword and Shield laid the groundwork for it, and I hope these innovations help to influence the future of this series for the better. I'm giving it a 7.5/10, and I'll see you next time.



UPCOMING ATHLETIC EVENTS

Feb 16 (Wed) - HOME Alvirne-Milford Ice
Hockey hosts Spaulding, 7:50 PM

Feb 19 (Sat) - AWAY Alvirne/Milford Ice
Hockey, 6:00 PM at Oyster River

Feb 23 (Wed) - HOME Alvirne-Milford Ice
Hockey hosts Timberlane, 5:50 PM

Feb 26 (Sat) - HOME Alvirne-Milford Ice
Hockey hosts Nash.South, 7:40 PM

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